

SIDE ARMS

A Special Message From Captain Commando

Thank you for selecting SIDE ARMS from the
TEAM CAPCOM SERIES.

SIDE ARMS is exciting, dynamic and features powerful,
colorful high-resolution graphics from CAPCOM, the
premier worldwide arcade-game designer.

This high-quality DISK PAK has been manufactured to
meet CAPCOM's rigid quality specifications for
excellence, assuring long-lasting playing
satisfaction game after game.



Safety Precautions

Please take time to read the important instructions in this booklet. We recommend that you read it thoroughly, observing and complying with the safety precautions before you begin your challenging experience with SIDE ARMS. It's your personal guarantee to greater satisfaction over a long period of time.

- 1.** Avoid subjecting the DISK PAK to extreme temperature variances. Store at room temperature.
- 2.** Avoid touching with fingertips. Re-insert DISK PAK in its protective jacket to keep clean and avoid scratching.
- 3.** Do not bend.
- 4.** Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK PAK.
- 5.** For best results, play the game a distance away from your television set.
- 6.** Pause for 10 to 20 minutes after two hours or more of continuous game playing. This will extend the performance of your DISK PAK.
- 7.** Do not place this DISK PAK on or near a television set. Exposure to the magnetic fields of the picture tube could result in damage to the DISK PAK.

The Side Arms Story

It's the far future and you are Earth's last hope. The alien invasion has begun. And only you control the destiny of the planet. You're armed with weapons of unimaginable might—power spheres, megabazookas, and 3-way and 4-way blasters.

You're going to need all of these weapons—and all of your nerve and skill—to fight off the barrage of enemy invaders. You'll face an incredible armada of spaceships, evil alien hybrids, and an assortment of artillery to blast away at your defenses.

But you have a secret weapon at your disposal—the Alpha and Beta defense suit. This increases your powers and enables you to attack the invaders with multi-directional alpha beams. The power to save Mother Earth is yours...but can you do it?

Loading Procedures: Atari ST

Insert disk, turn on the computer and the game will load automatically. Follow instructions that appear on the screen. You can play SIDE ARMS with either the mouse or the joystick. Use the spacebar to select which of these tools you'll be using, then press the fire button to start the game.

A demo will run automatically if no choice is made. To return to the selection screen, just press return. You can do this during any part of the demo. After each game ends, press the return or the demo will begin.

Loading Procedures: Amiga

Turn on the computer, then insert disk. The game will load automatically. Follow instructions that appear on the screen. You can play the Amiga version of SIDE ARMS with either the mouse or the joystick. Use the spacebar to select which of these tools you'll be using, then press the fire button to start the game.

A demo will run automatically if no choice is made. To return to the selection screen, just press return. You can do this during any part of the demo. After each game ends, press the return or the demo will begin.

Joystick Operation

Your character moves according to direct movement of the joystick. The weapons fire to the left or the right, depending upon which direction you used last. The joystick moves are:

- Left—moves the character left and positions guns to the left.
- Right—moves character right and positions guns to the right.
- Up—moves character up.
- Down—moves character down.

Mouse Operation

The mouse moves the character in all directions.

To make the guns fire to the right, press the right mouse button. To make the guns fire to the left, press the left fire button.

Game Play

As you eliminate the alien forces, you can collect the various components to the weapons arsenal by moving over each corresponding symbol. The boxes on the bottom of your screen will light up as each component is collected. When you move over the POW symbol, the speed is increased for an individual weapon. The speed of the projectiles can be increased up to three times. Do not move across the POW symbol if it is reversed. This will decrease your power by one unit.

To change the weapon you're using, press the spacebar. This can be done during any stage of the fighting. If the weapon does not change, this means that you're down to your last weapon.



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